CLAIMS

What is claimed is:

1. A system for training user's foreign language speaking and listening abilities by randomly providing question and answer sentences used in helping foreign language learning, including:

> a conversational foreign language speaking and listening ability training system, which monitors the whole process; and

> a UOI (User Operating Interface), which helps to accomplish the foreign language speaking and listening ability training;

> wherein the conversational foreign language speaking and listening ability training system comprises:

>> a question-generating module, which generates a question signal according to a number generated by a random number generator and sends it to the user;

>> a sentence-making language-learning module, which generates a sentence-making signal when the question signal is received and determines whether the message input by the user is correct; and

>> a sentence pattern database, which stores at least one sentence pattern sample datum for the question-generating module and the sentence-making language-learning module to use.

2. The system of claim 1, wherein the random number generator provides a random number list for storing a random number series.

3. The system of claim 1, wherein the sentence-making language-learning module

provides a buffer and an adder.

4.   The system of claim 3, wherein the buffer stores a comparison sample for comparing with the data in the adder.

5.   The system of claim 4, wherein the comparison sample is an answer corresponding to the randomly generated question.

6.   The system of claim 3, wherein the adder receives a message input by the user and processes it according to the FCFS (First Come First Serve) principle.

7.   The system of claim 1, wherein the sentence pattern database provides a sentence pattern data list for storing the sentence pattern sample data and the sentence pattern data list includes at least:

a sentence pattern code, which is a serial number of the sentence pattern sample data and corresponds to a random number;

an answer sentence text, which is an answer presented in text;

a question sentence text, which is a question presented in text;

an answer sentence speech model, which is an answer sentence presented in speech; and

a question sentence speech model, which is a question sentence presented in speech.

8.   The system of claim 1, wherein the UOI uses a basic I/O (Input/Output) device to perform I/O and the basic I/O device is selected from a grouping consisting of a keyboard, a mouse, a digital touch-control panel, and a speech playing system.

9.   The system of claim 1, wherein the conversational foreign language speaking and listening ability training system is used on a computer executable hardware platform selected

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from the group consisting of a PC (Personal Computer), an NB (Notebook), or a PDA (Personal Digital Assistant).

10. A method for training user's foreign language speaking and listening abilities by randomly providing question and answer sentences used in helping foreign language learning, utilizing a conversational foreign language speaking and listening ability training system to monitor the whole process and a UOI (User Operating Interface) to accomplish the foreign language speaking and listening ability training; the method comprising the steps of:

establishing at least one sentence pattern sample in a sentence pattern database;

using a question-generating module to output a question sentence;

using a sentence-making language learning module to perform a sentence-making job; and

waiting a user to complete the sentence-making job.

11. The method of claim 10, wherein the step of using a question-generating module to output a question sentence further includes the steps of:

using a random number generator to generate a random number;

obtaining a sentence pattern sample datum from the sentence pattern database according to the random number;

formatting the sentence pattern sample datum and output it to the sentence-making language-learning module; and

asking the user through a question sentence speech model and a question sentence text.

12. The method of claim 11, wherein the sentence pattern sample datum comprises:

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a sentence pattern code, which is a serial number of the sentence pattern sample data and corresponds to a random number;

an answer sentence text, which is an answer presented in text;

a question sentence text, which is a question presented in text;

an answer sentence speech model, which is an answer sentence presented in speech; and

a question sentence speech model, which is a question sentence presented in speech.

13. The method of claim 11, wherein the random number generator is provided by the question-generating module.

14. The method of claim 10, wherein the step of using a sentence-making language learning module to perform a sentence-making job further includes the steps of:

using the sentence-making language-learning module to obtain an answer sentence text and an answer sentence speech model from the sentence pattern database as comparison sample;

dividing the answer sentence text into individual words, shuffling the words, and outputting the result to the user;

receiving an message input by the user;

sending the input message to an adder according to the FCFS principle;

determining whether the input is over;

combining pieces stored in the adder and comparing the result with the comparison sample; and

checking the sentence-making job.

15. The method of claim 14, wherein the adder receives and temporarily stores the message input by the user and processes the message according to the FCFS principle.

16. The method of claim 10, wherein the UOI uses a basic I/O (Input/Output) device to perform I/O and the basic I/O device is selected from a grouping consisting of a keyboard, a mouse, a digital touch-control panel, and a speech playing system.